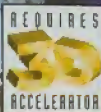


LUCASARTS ENTERTAINMENT COMPANY PRESENTS

ESCAPE FROM MONKEY ISLAND™



IT'S AN OFFBEAT ADVENTURE
OF PIRATEY PROPORTIONS



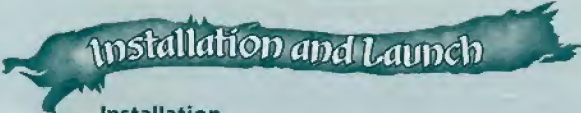
WINDOWS

❧ Prologue: Welcome Home? ❧

Guybrush Threepwood thought all his troubles were over when he buried the evil Demon Zombie Ghost Pirate LeChuck under a mountain of ice and married his sweetheart, Elaine Marley, the governor of Melée Island. But villains (especially villains in comic books and computer adventure games) rarely stay dead, and even the most amazing pirate honeymoon ever has to end some time (actually, it wasn't that amazing but Guybrush is a little...uh...naïve), and now there's trouble afoot on Melée Island. The Governor's mansion is scheduled for demolition, Elaine has been declared dead, an Australian land developer is buying up all the property from the local pirates, and the SCUMM bar has run out of kudu jerky-flavored pretzels. Looks like a job for Guybrush Threepwood!

END





Installation and Launch

Installation

1. Close all open windows on your desktop and quit all other applications.
2. Put the **Escape from Monkey Island™** Disc 1 in your CD-ROM drive.
3. The Installer will appear. If Autoplay is disabled and the game's Installer does not appear, you'll need to open the Installer manually. To do this, double-click the My Computer icon, then double-click the CD-ROM icon in the window that opens, then double-click the **Monkey.exe** file to open the Installer. It has these options:
 - **Install:** Installs the game on your hard drive.
 - **Help:** Here, access the Readme and Troubleshooting Guide for detailed installation and troubleshooting tips, or analyze your computer.
 - **Options:** Under Options, you can visit www.lucasarts.com and view the Software License Agreement. Once the game is installed, you can also access the video and joystick configuration options, and uninstall.
 - **Exit:** Returns you to your desktop.
4. To install, click the Install button. Follow the onscreen instructions to set up and install.
5. You'll be given the option to create a series of shortcuts in the Start menu. Click the checkboxes to deselect any shortcuts you don't want.
6. Setup will create a Program Folder for the program icons. Click Next to choose the default (**Start Menu\Programs\LucasArts\Monkey 4**) or create a new folder or select an existing folder, then click Next again.

7. You'll be prompted to create a shortcut for the game on your desktop and to view the Readme.
8. If the game installs successfully, you will see a Setup Complete screen.
9. After installing the game, you may be prompted to install Microsoft's DirectX 7.0a. If a version is detected on your system, the checkbox will remain empty and you will not need to install DirectX. Click Finish to complete the setup.

If You Have Trouble Installing

If you have trouble installing, see the Troubleshooting Guide for more detailed installation and troubleshooting tips. To access the Troubleshooting Guide:

1. Open the Installer as described in step 3 on the previous page.
2. Click the Help button and choose View Troubleshooting Guide from within Help.

Running the Game

1. To run the game, insert Disc 1 into your CD-ROM drive. The game's Start Game Screen will appear if Autoplay is active.
2. If Autoplay is disabled, find the **Escape from Monkey Island** directory on your hard drive, double-click the desktop shortcut if you made one, or run the game from the Start menu.

The Start Game Screen

1. After a successful installation the Installer becomes the Start Game Screen.
2. The Start Game Screen appears whenever you insert a game disc, when you double-click the CD-ROM icon, when you select the **Escape from Monkey Island** shortcut from your Start menu, or when you double-click the game shortcut on your desktop.
3. The Start Game Screen displays the following options:
 - **Play Monkey 4:** This launches a new game.
 - **Help:** Works the same as Help in the Installer.
 - **Options:** Here you can visit www.lucasarts.com, view License Agreement, uninstall the game, access joystick and video configuration options, and enable OpenGL or Direct3D. (Please check the documentation for your video card before changing the OpenGL/Direct3D options.)
 - **Exit:** Exit game.



Main Menu

Use the **F1** key to access the Main Menu from within the game. Included are:

- **Help:** This screen shows you the main keys for movement and looking.
- **Options:** Options allows you to change various aspects of the game. See page 11 for details.

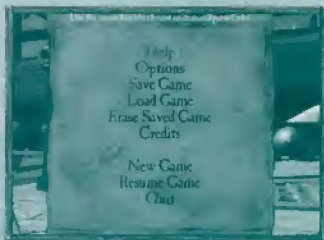
- **Save Game:** This screen displays a list of all saved games. You start at slot

1. To save, just press the **ENTER** key, type in a name, then press **ENTER** again. If you wish to use a slot where there is already a saved game, move the cursor up to that slot and press **ENTER**. To retain the current name, press **ENTER** again.

Otherwise, erase the current name using **BACKSPACE** and type in a new name, then press **ENTER**. To move to additional pages use **RIGHT** and **LEFT ARROW** keys.

- **Load Game:** This screen also displays a list of saved games. To move to additional pages of saved games, use the **RIGHT** and **LEFT ARROW** keys. When you find the game you want to load, highlight it using the **UP** and **DOWN ARROWS**. Press **ENTER** to load.

- **Erase Saved Game:** The procedure is the same as loading a game. Move the cursor to the appropriate saved



Main Menu



game title, then press **ENTER** to erase the game.

- **Credits:** See a list of all the crazy and wonderful people who produced **Escape from Monkey Island**.
- **New Game:** Create a new game.
- **Resume Game:** Continue your game.
- **Quit:** Exit the game.

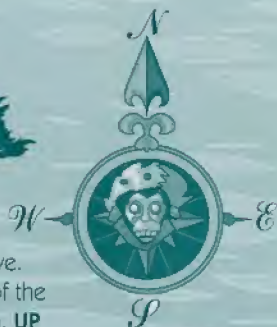
Movement

Move Guybrush around using the **ARROW** keys. There are two kinds of movement in the game: character relative and camera relative.

Character relative (default at the beginning of the game) lets you move Guybrush relative to him. **UP**

ARROW means forward from wherever Guybrush is standing, **RIGHT ARROW** means move to Guybrush's right, etc. **Camera relative** allows movement relative to the screen—**UP** moves toward the top of the screen, **RIGHT** moves to the right of the screen, etc. You can toggle between camera relative and character relative on the Options Menu, which you can see by pressing **F1**, then selecting Options.

Occasionally, Guybrush finds himself in a vehicle of some sort. In vehicles, directions for movement are compass directions corresponding to camera-relative directions. In other words, if Guybrush rows a boat and heads north, that boat would head towards the top of the screen. If he rows east, that would mean row the boat to the right of the screen.



Interface

Well, there isn't one. Elaine and Guybrush have to cut corners now that they are setting up housekeeping, and they just couldn't afford an Interface. Seriously, the main keys you need to interact are:

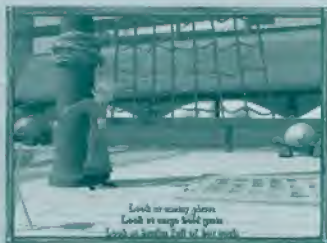
E or **L** Examine/Look At (Make Guybrush look at an object.)

U Use/Talk To (Make Guybrush use something, or talk to a person.)

P Pick Up/Put Away (Pick up an object. If Guybrush already holds an object, press **P** to put it in the Inventory.)

PsUp or **PsDn** Scroll Through Action Choices Listed on Screen

Enter Selects the Highlighted Choice



Interact with Objects

Inventory

The Inventory is the way Guybrush collects objects in the game. Access Guybrush's Inventory with the **I** or the **INSERT** key. The Inventory appears as a floating orbital path of objects. You can move through this path by using the **RIGHT** or **LEFT ARROW** keys. When you



reach an object you wish Guybrush to use, use the **P** key and the object will appear in Guybrush's hand. If you want to combine an object in the Inventory with another item there, move the first item to the front so that its name is displayed. Now press the **U** (Use) key and the item will drop out of orbit. Now cycle through the items until you come to the second item and press **P**. If the two can be successfully combined, they will be. To exit the Inventory without using an item, use the **I** key. If Guybrush is holding an item, you can return it to his Inventory by using the **P** key.



Inventory

Talking

To talk to someone, just walk up and face him/her and a line should appear like "Talk to garbage collector." You will then be given a choice of dialogue options such as "Hello, garbage collector," or "Goodbye, garbage collector." Again, use **PAGE UP** and **PAGE DOWN** or **UP/DOWN ARROWS** to highlight the dialogue choice, then press **ENTER**.



Talking

Key Commands

Movement

+ Run

Perform Highlighted Action

or & + or +

Cycle Sentence Line & Selected Object
or Dialogue Choice

+ & + or
 + + & + +

Page Up & Page Down Dialogue Choice

or Examine, Look At

Use, Talk To

or (keypad) Pick Up (with object
you are not holding), Put in Inventory
(with object you are holding)

or Access Inventory

Access Main Menu

If Indoors, Exits Building, If
Outdoors, Opens Island Map

or Skip Dialogue Line

Exit a Movie

+ Exit Game

In Inventory Mode:

Cycle Inventory Left/Right

or or (keypad) Select
Inventory Item

Select Inventory Item to Use with
Another Inventory Item (Press again
on another item to combine)

or Exit Inventory Mode Without
Selecting an Item

- Inventory Item Hot Keys (Use to
pull out specific items)

+ - Assign Inventory Item
Hot Keys

+ Speeds Up Inventory Rotation

Rotate Inventory 180°

Joystick/Gamepad Controls

1. Default Action
2. Use/Talk
3. Pick Up/Put Away
4. Inventory
5. Look
6. Cycle Objects
Down/Run
7. Skip Dialogue Line
8. Quick Room Exit
9. Main Menu
10. Skip Cutscene



Options Menu

To access the Options Menu press **F1**, then select Options from the Main Menu. Use the **UP** and **DOWN ARROWS** to scroll options. Use **RIGHT** and **LEFT ARROWS** to adjust sliders or toggle options. Press **ENTER** to select options with additional menus.

- **Sound Volume:** Adjust the volume of Music, Sound Effects, and Voice. To change the sound in movies, adjust the Voice Volume slider.
- **Text Mode:** This determines whether or not the voice lines will be displayed as text on screen.
- **Text Speed:** Adjust how fast the text will be displayed on screen. This is disabled when voice is on.

- **Movie Subtitles:** Toggle on/off written subtitles for in-game movies.
- **Movement Mode:** This toggles back and forth between character relative and camera relative movement modes.
- **Joystick/Gamepad:** This allows you to enable/disable a joystick or gamepad attached to your computer.
- **Configure Gamepad/Joystick:** Use to reassign controls. Works the same as Configure Keys described below.
- **Brightness:** This allows you to adjust the screen brightness.
- **Configure Keys:** This shows you the key assignments for the game and allows you to substitute new key assignments, or return to the default assignments after changing them. To configure a key command differently than the default, scroll to highlight the command you wish to change with the **ARROW** keys, then press **ENTER** key. Press the key that you want assigned to this command, then press **ENTER** again. If you wish to return to the default assignments, highlight Reset to Defaults and press **ENTER**.
- **Alter Gee Whiz Factor:** Here you can adjust certain effects that make the game cooler, but could make your game run slower with certain processors. These are:

Voice Effects: This toggles on/off special voice effects (like echoes) in the game.

Shadow Effects: By moving this slider, you decrease the coolness of shadows in the game, but your game may run more quickly.

Movie Quality: Toggles richness of the game's cinematic sequences. Select Minimal if movies play too slowly.

Misc. Video Effects: Decrease miscellaneous video effects (such as fireball explosions) in the game to improve game performance.



CREDITS

Story/Game
Design/Project Leads

Michael Garmy
Lead Designer

Lead Programmer

Mike Garmy
Lead Programmer

Systems
Programmer/Additional
Design

John Garmy
Systems Programmer

Game
Scripting/Additional
Design and Dialogue

John Garmy
Game Scripting

Game Scripting

John Garmy
Game Scripting

Audio Programmer

John Garmy
Audio Programmer

Lead Artist

John Garmy
Lead Artist

3D Backgrounds

John Garmy
3D Backgrounds

3D Backgrounds/
Cinematic Lighting

John Garmy
3D Backgrounds/
Cinematic Lighting

Cinematic Lighting/Art
Tool Specialist

John Garmy
Cinematic Lighting/Art
Tool Specialist

Lead Animator/3D
Animation

John Garmy
Lead Animator/3D
Animation

3D Animation/
Character Models/
Animation Setup

John Garmy
3D Animation/
Character Models/
Animation Setup

3D Animation

John Garmy
3D Animation

3D Object Models/
Textures

John Garmy
3D Object Models/
Textures

Textures

John Garmy
Textures

Post-Production Visual
Effects

John Garmy
Post-Production Visual
Effects

Lead Technical Artist

John Garmy
Lead Technical Artist

Technical Artists

John Garmy
Technical Artists

Concept Art

John Garmy
Concept Art

Production Manager

John Garmy
Production Manager

Production Coordinator

John Garmy
Production Coordinator

Installer/Launcher
Programmer

John Garmy
Installer/Launcher
Programmer

Tools Programmers

John Garmy
Tools Programmers

Voice Producer and
Director

John Garmy
Voice Producer and
Director

Voice Production
Supervisor

John Garmy
Voice Production
Supervisor

Voice Editors

John Garmy
Voice Editors

Music Supervisor

John Garmy
Music Supervisor

Music Composers

John Garmy
Music Composers

Sound Department
Manager

John Garmy
Sound Department
Manager

Sound Development
Supervisor

John Garmy
Sound Development
Supervisor

Sound Department
Coordinator

John Garmy
Sound Department
Coordinator

Senior Sound Designer

John Garmy
Senior Sound Designer

Sound Designers

John Garmy
Sound Designers

VOICE CAST

John Garmy
VOICE CAST

Guybrush ThreeWOOD/
Duck/Monkey 4

John Garmy
Guybrush ThreeWOOD/
Duck/Monkey 4

Elaine Marley-
ThreeWOOD

John Garmy
Elaine Marley-
ThreeWOOD

Charles L. Charles/
LeChuck/Pirate C

John Garmy
Charles L. Charles/
LeChuck/Pirate C

Ozzie Maindriid

John Garmy
Ozzie Maindriid

Admiral Ricardo
Casaba/Pirate 3

John Garmy
Admiral Ricardo
Casaba/Pirate 3

Bage the LUA Bar
Patron/Heckler/
Peignose Pete/Pirate 6

John Garmy
Bage the LUA Bar
Patron/Heckler/
Peignose Pete/Pirate 6

Bank Manager/Gunner
Sinkins/Pirate 5

John Garmy
Bank Manager/Gunner
Sinkins/Pirate 5

Brittany the Bank
Teller

John Garmy
Brittany the Bank
Teller

Caricature Artist/Ned
the SCUMM Bar Dart
Player

John Garmy
Caricature Artist/Ned
the SCUMM Bar Dart
Player

Carla the Swordmaster

John Garmy
Carla the Swordmaster

Castenada the Chess
Player/Judge Kahuna/
Parrot/SCUMM
Bartender

John Garmy
Castenada the Chess
Player/Judge Kahuna/
Parrot/SCUMM
Bartender

Olive the Jambalaya
Tourist/Meatbook

John Garmy
Olive the Jambalaya
Tourist/Meatbook

Dainty Lady
Figurehead

John Garmy
Dainty Lady
Figurehead

Daisy the Knutlin Atoll
Pirate/Mabel the
Jambalaya Tourist

John Garmy
Daisy the Knutlin Atoll
Pirate/Mabel the
Jambalaya Tourist

Deadeye Dave/
Thrawbe the Lucre
Lawyer

John Garmy
Deadeye Dave/
Thrawbe the Lucre
Lawyer

Diggs the Lucre
Lawyer/Judge Edd

John Garmy
Diggs the Lucre
Lawyer/Judge Edd

Drunk

John Garmy
Drunk

Estaban/Judge Tripps/
LUA Bar Chef/Pirate 1

John Garmy
Estaban/Judge Tripps/
LUA Bar Chef/Pirate 1

Freddie the Walking
Stick Maker

John Garmy
Freddie the Walking
Stick Maker

George the SCUMM
Bar Dart Player/Stan

John Garmy
George the SCUMM
Bar Dart Player/Stan

Harbor Mistress

John Garmy
Harbor Mistress

Hellbeard

John Garmy
Hellbeard

Herman Toothrot/
Pirate 2/Pirate B

John Garmy
Herman Toothrot/
Pirate 2/Pirate B

Ignatius Cheese

John Garmy
Ignatius Cheese

Inspector Canard

John Garmy
Inspector Canard

Jojo Jr./Salty the Bait
Shop Owner

John Garmy
Jojo Jr./Salty the Bait
Shop Owner

Jumbeaux LaFeet/
Mungle the Pirate
Student

John Garmy
Jumbeaux LaFeet/
Mungle the Pirate
Student

LUA Bar Waitress/
Timmy the Monkey

John Garmy
LUA Bar Waitress/
Timmy the Monkey

Manatee Operator/
Starbuccaneer's Clerk

John Garmy
Manatee Operator/
Starbuccaneer's Clerk

Marco de Pollo

John Garmy
Marco de Pollo

Monty the Jambalaya
Tourist/Three-Headed
Monkey

John Garmy
Monty the Jambalaya
Tourist/Three-Headed
Monkey

Miss Rivers

John Garmy
Miss Rivers

Murray/Santiago the
Chessplayer Pirate

John Garmy
Murray/Santiago the
Chessplayer Pirate

Otis/Monkey/Pirate A

John Garmy
Otis/Monkey/Pirate A

Perfume
Spritzer/Pirate 4

John Garmy
Perfume
Spritzer/Pirate 4

Planet ThreeWOOD
Waitress

John Garmy
Planet ThreeWOOD
Waitress

Reverend Rasputin

John Garmy
Reverend Rasputin

Tony DiBoulda the
Catapult Operator

John Garmy
Tony DiBoulda the
Catapult Operator

Voodoo Lady

John Garmy
Voodoo Lady

Whipp the Lucre
Lawyer

John Garmy
Whipp the Lucre
Lawyer

Yangia the Pirate
Student/Yoshen the
LUA Bar Patron

John Garmy
Yangia the Pirate
Student/Yoshen the
LUA Bar Patron

Monkey 3

John Garmy
Monkey 3

Lead QA Tester

John Garmy
Lead QA Tester

QA Testers

John Garmy
QA Testers

International Lead
Tester

John Garmy
International Lead
Tester

Compatibility
Supervisor

John Garmy
Compatibility
Supervisor

Senior Compatibility
Technician

John Garmy
Senior Compatibility
Technician

Compatibility
Technicians

John Garmy
Compatibility
Technicians

Manager of
International
Production

John Garmy
Manager of
International
Production

Localization
Coordinator

John Garmy
Localization
Coordinator

Manual

John Garmy
Manual

Very Special Thanks

John Garmy
Very Special Thanks

HOW TO CONTACT LUCASARTS

LucasArts can provide you with information about our latest games, hint and gameplay assistance, and technical support.

HINT LINE

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Monday-Friday. (Average call length is three minutes.)
Canada In Canada this service costs \$1.25 (U.S.) per minute, requires a touch tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is 1-900-677-JEDI (1-900-677-5334). Hint Line operators are available during regular business hours, 8:30 a.m. to 5:00 p.m., Monday-Friday (Pacific Standard Time). (Average call length is three minutes.)

WHERE TO FIND US ONLINE

Visit the LucasArts Web site at support.lucasarts.com to access the Technical Support area. You can receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative.

YODA'S HELP DESK

We are proud to feature Yoda's Help Desk, an interactive knowledge base, which is available at support.lucasarts.com. Yoda's Help Desk offers solutions to technical issues based on information you provide. If Yoda's Help Desk is unable to provide you with a solution to your problem, you can send an e-mail message to an online representative.

TECHNICAL SUPPORT PHONE NUMBER

This number is for technical assistance only. Hints will not be given out over the Technical Support line.

You can reach our Technical Support department by calling 1-415-507-4545. We are available to help you Monday-Thursday 8:45 a.m.-5:30 p.m. and on Friday 8:45 a.m.-4:30 p.m. (Pacific Standard Time). We are closed daily 11:45 a.m.-1:00 p.m.

TECHNICAL SUPPORT FAX

For your convenience, you can fax us your technical questions at: 1-415-507-0300. When sending us a fax, please include your name, return fax number with the area code, and a voice phone number so we can contact you if we experience any problems when trying to fax you back.

TECHNICAL SUPPORT MAILING ADDRESS

LucasArts Entertainment Company LLC
 P.O. Box 10307
 San Rafael, CA 94912
 Attn.: Product Support

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iMUSE
THE MUSE SYSTEM

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LucasArts Entertainment Company LLC, P.O. Box 10307, San Rafael, CA 94912

